



FARMINGTON CITY

H. JAMES TALBOT
MAYOR

BRETT ANDERSON
SHAWN BEUS
SCOTT ISAACSON
AMY SHUMWAY
REBECCA WAYMENT
CITY COUNCIL

SHANE PACE
CITY MANAGER

PLANNING COMMISSION MEETING

January 21, 2021

Public Meeting at Farmington City Hall, 160 S. Main Street, Farmington, Utah.

Study Session: 6:15 p.m.

Regular Session: 7:00 p.m.

Farmington City Planning Commission meetings, including this meeting, are open to the public. In consideration of the COVID-19 pandemic, if necessary, members of the public wishing to attend this meeting are encouraged to view the meeting online. The link to view the hearings live and to comment electronically can be found on the Farmington City website at www.farmington.utah.gov. If you wish to email a comment for any of the listed public hearings, you may do so at crowe@farmington.utah.gov by 5 p.m. on the day of.

- 7:00 1. Minutes
 2. City Council Report

CONDITIONAL USE APPLICATIONS

- 7:05 3. Mary Robbins (Public Hearing) – Request for a conditional use permit for an accessory dwelling unit located at 408 S 150 W in the BP (Business Park) zone. (C-14-20)
- 7:15 4. Realty One/Spring Bengtzen (Public Hearing) – Request for a conditional use permit for a second story and expansion at an already existing office building located at 1173 Shepard Creek Parkway in the R-4 zone. (C-1-21)

OTHER BUSINESS

- 7:25 5. Miscellaneous, Correspondence, etc.
 a. Farmington Bay Storage Office Request
 b. Other

Please Note: Planning Commission applications may be tabled by the Commission if: 1. Additional information is needed in order to take action on the item; OR 2. If the Planning Commission feels, there are unresolved issues that may need additional attention before the Commission is ready to make a motion. No agenda item will begin after 10:00 p.m. without a unanimous vote of the Commissioners. The Commission may carry over Agenda items, scheduled late in the evening and not heard to the next regularly scheduled meeting.

Posted January 19, 2021

Carly Rowe, Planning/Recording Secretary